

GAME BOY ADVANCE



LEAKY LAKE GAMES

AGB-BLCE-USA



CARTOON NETWORK
Interactive

INSTRUCTION BOOKLET

CRAVE
entertainment™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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GETTING STARTED!

Insert the game, Camp Lazlo: Leaky Lake Games into the Game Boy Advance and turn it on. Scoutmaster Lumpus is looking for a few fine scouts to represent Camp Kidney in the next Leaky Lake Games. Will it be you and your cabin to face off against the undefeated Squirrel Scouts across the lake in Acorn Flats?

PRESS START SCREEN:

This is your introduction to Camp Lazlo: Leaky Lake Games. Listen up scout. Much is required of you if we plan on bringing home the trophy for the first time to Camp Kidney. Scoutmaster Lumpus has yet to hold the trophy in his hands. Prove to him you are Camp Kidney Team-worthy and you will go to the Leaky Lake Games!

LOAD MENU:

Your choices are Load Game 1, Load Game 2, Load Game 3 and Main Menu.

Selecting one of the Load Games and pressing the A Button will send you to a game that you've already started and want to continue.

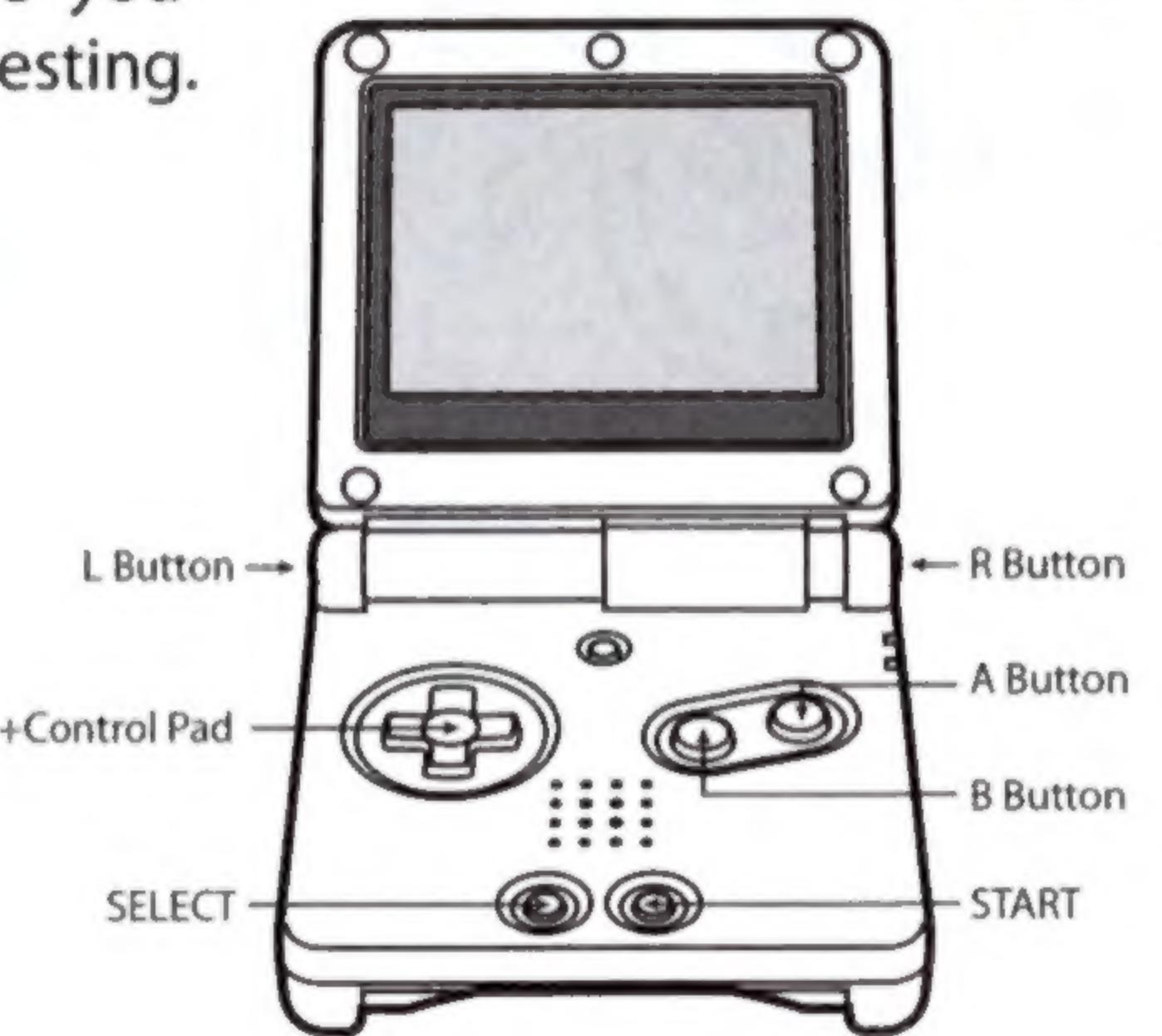
CONTROLS

You will alternately control Lazlo, Raj, and Clam in a quest to get to the Leaky Lake games. All have the same controls. However, some games you play will have specific instructions for the event (ie. The teeter totter event only requires the A & B Buttons to be used whereas the high dive requires the +Control Pad and the A & B Buttons...geddit?)

While exploring the camp map, you will run into many characters, all of whom you can have conversations with. Here's a hint: Talk with everyone. They may lead you to where you need to go and give you something interesting.

CONTROLS FOR THE MAP:

A Button:	Initiate conversation
B Button:	Not used
L Button:	Not used
R Button:	Not used
+Control Pad:	Controls character
Start:	Pause Menu
Select:	Not used





During the course of the map, a character may need help in locating item(s). Herein begins your adventures to getting to the games! Help them and they will help you. When you interact with some characters, a mini-game will be initiated. Win the game and you move on to proving to Scoutmaster Lampus that you are Camp Kidney Team material.

SWITCHING CHARACTERS:

Throughout the game, you will automatically switch between the three main characters -- Lazlo, Clam, and Raj. Each has their own set of mini games, which you will be able to access from the Mini Game Posting Board.

PLAYING THE GAME

YOU'RE A SCOUT, EXPLORE!

In the beginning of the game and throughout the course of the adventure, you will have the opportunity to explore Camp Kidney. You can go from screen to screen to different areas of Camp Kidney.

COMMUNICATION IS THE KEY!

Take every chance you get to interact and speak with the characters. Help them and they will (ok, might) help you on your way to the Leaky Lake Games.

ONE SCOUT'S TRASH IS ANOTHER SCOUT'S TREASURE!

There are many items you will find. Collect them along the way because they may help you out later on. You may not be able to find the items you are searching. If this happens, consider trading with items with other characters. You may just find what you are looking for! Remember: When all else fails...trade.

IT'S ALL ABOUT THE MINI-GAMES!

It's through playing the mini-games that you will be able to prove your prowess to Scoutmaster Lumpus. You can also earn event patches!

MINI-GAME POSTING BOARD:

Once you have beaten a game, you can access it at the Posting Board located in the camp. Here, you can try to beat current times in order to better yourself as a scout.





PAUSE

Pressing Start during your adventure will bring up the Pause Menu. From here you will be able to exit the game, save the game, or continue the game.

SAVE SYSTEM

The game has three save spaces to record the progress. From the Start Menu, you have the option of erasing data and starting a new game by selecting New Game. Selecting Continue will only be available if there is a current saved game and will start the player at the last save point crossed. If you fail, you will restart at the last save point, whether in a mission or at the beginning of one.

There will be a message on screen notifying the player that the game is saving and to not remove the cart during this time.

SAVE ANYWHERE!

From the Pause Menu you will be able to save your progress anywhere in the game. That's right, anywhere! Just remember to save or you will lose all of your hard work!



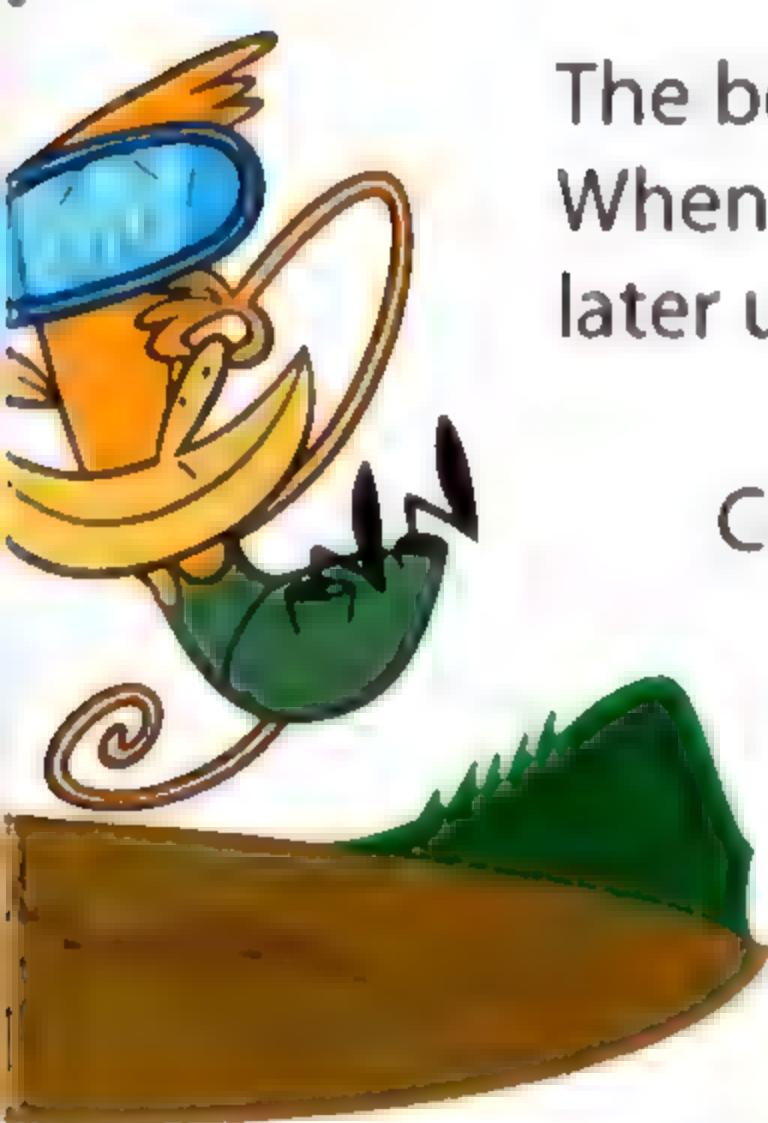
HEADS UP DISPLAY

The HUD will display items that you are currently collecting.

In the upper-left corner is an icon of the character you are controlling.

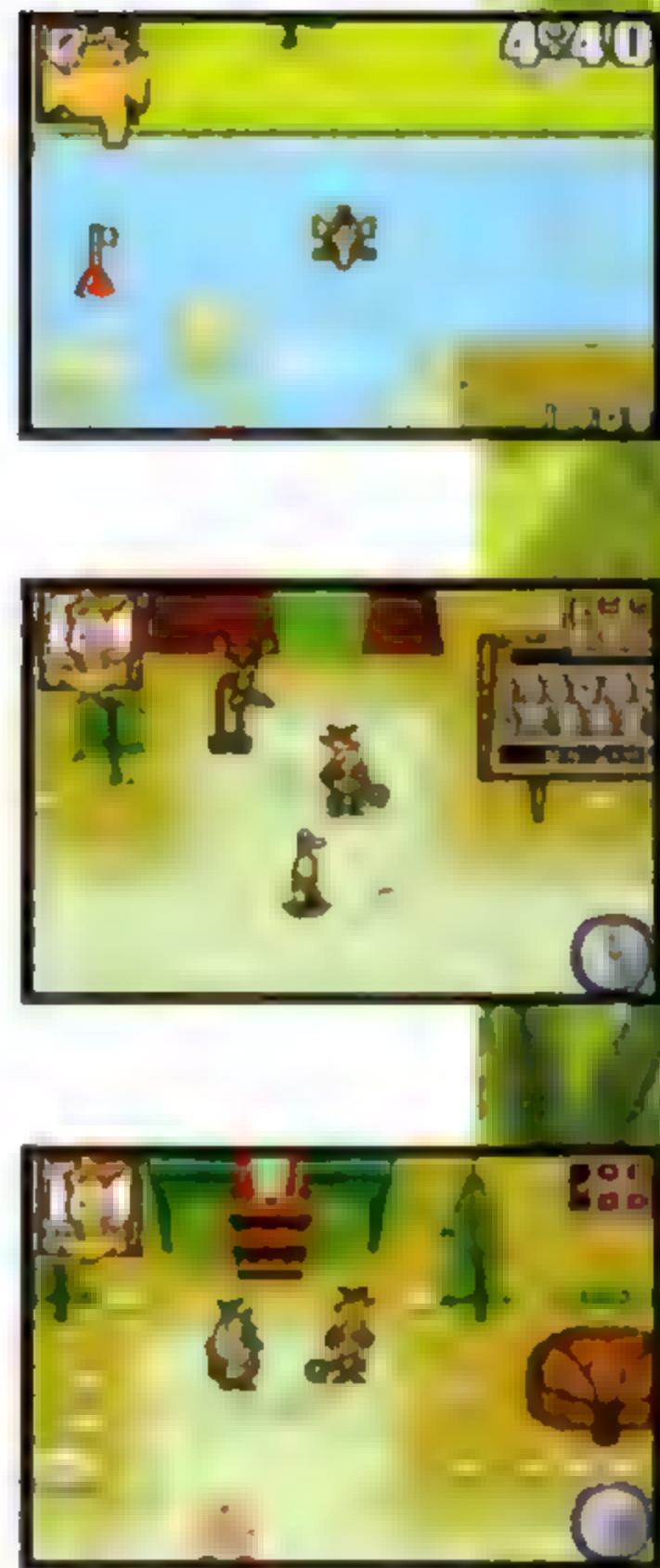
In the upper right corner is your patch holder, you can see how many challenges you have completed in this area.

- The bottom-right corner is where your compass is located. This will help you navigate to your next objective. It will always point to where you need to go next. It also spins in place once you are in the correct area!



The bottom-left corner is where your item storage is located. When you collect an item, it will go into this corner for later use.

Certain challenges may have a timed element to them. In these challenges, the player must complete certain goals before the timer runs out. The timer is displayed in the upper-right corner.





Challenges that require you to collect something will have a counter in the bottom-right corner. These counters display either the remaining chances to complete the challenge or the amount of collectible items remaining.

Challenge Meters are usually put in the bottom-left corner. These meters let you know when you are about to lose...so try to keep those meters down!



PLAYABLE CHARACTERS

The three playable characters of this game are Lazlo, Clam, and Raj. All three have the same basic controls. However, the controls might be different on some challenges.

LAZLO



Lazlo is a fun loving, free-wheeling Brazilian spider monkey. However, with all the rules, routine, and structure of Camp Kidney, Lazlo and his friends have a hard time fitting in with the locals (namely Scoutmaster Lumpus and Edward). Lazlo's cheerful, idealistic attitude and overactive imagination towards solving problems doesn't always match Scoutmaster Lumpus' idea of how things should be done.

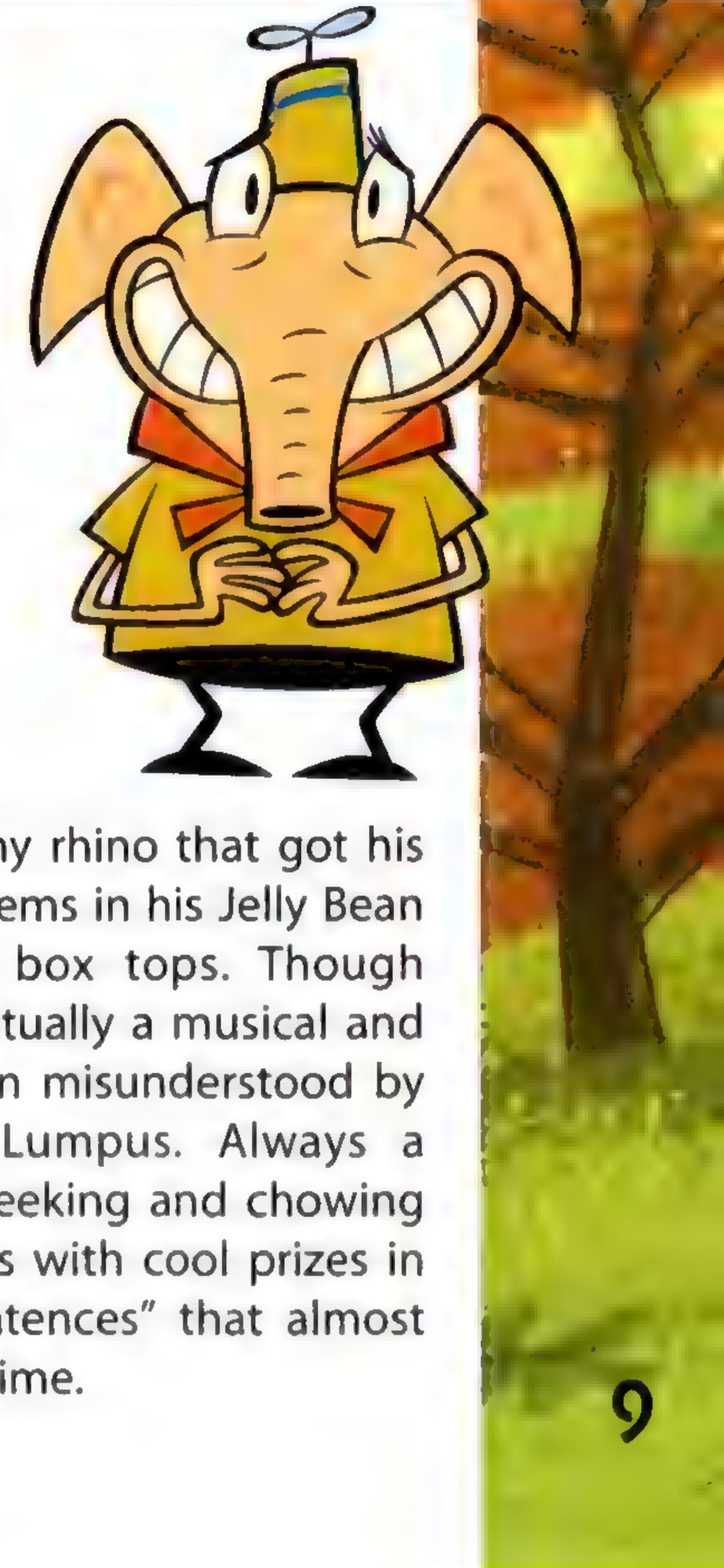
RAJ

One of Lazlo's bunkmates at Camp Kidney, Raj is a cautious Indian elephant with some serious hang-ups. He hates messes, cowers from water, snakes and bugs, and is afraid of being alone. In spite of his fears, Raj sticks with his friends through their adventures because, like them, he loves fun...almost as much as his record collection and marshmallows. His rational nature tends to bring Lazlo back down to Earth.



CLAM

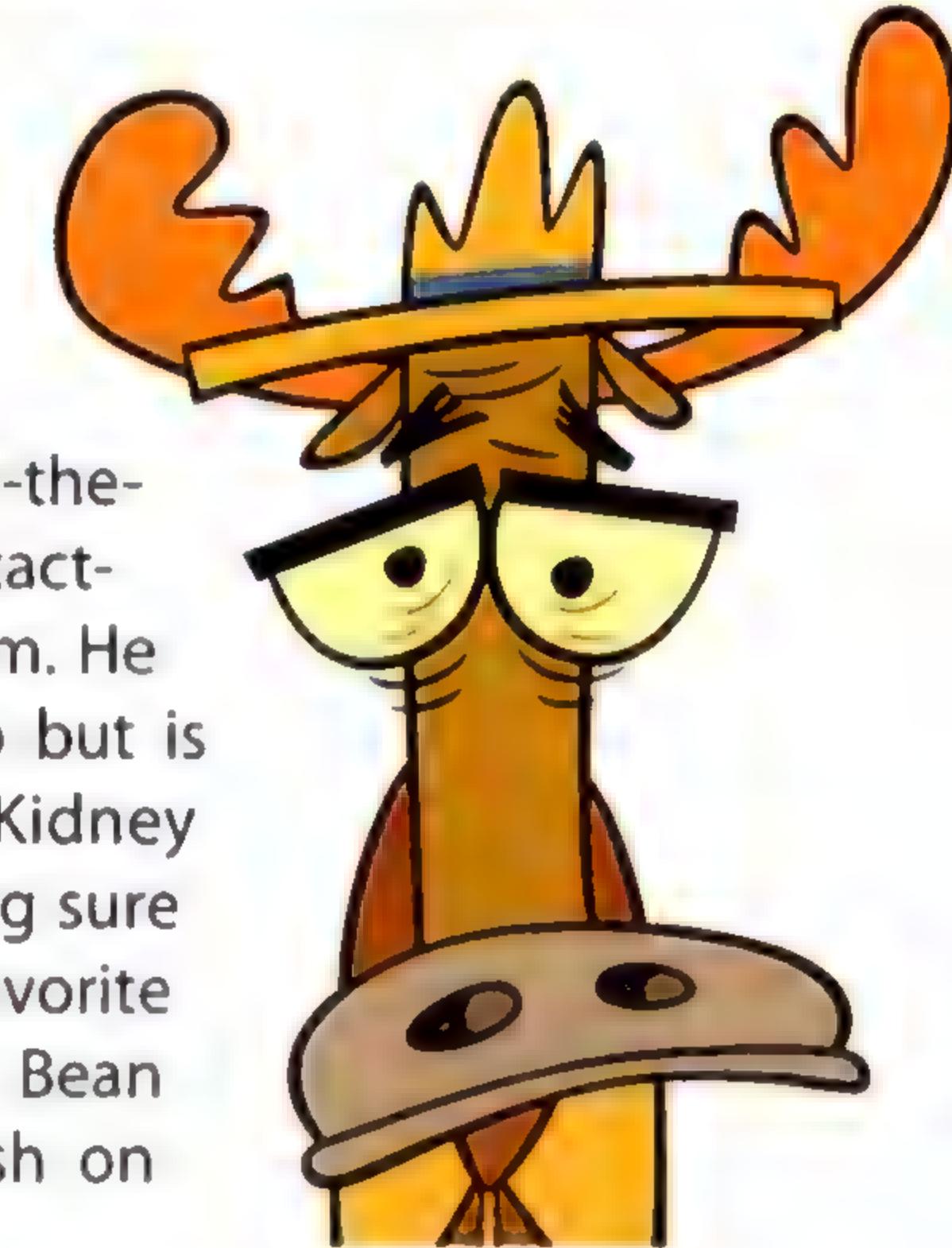
A small, quirky Albino Pygmy rhino that got his knowledge (as well as the items in his Jelly Bean cabin space) from cereal box tops. Though seemingly dumb, Clam is actually a musical and academic genius and is often misunderstood by others, including Scoutmaster Lampus. Always a protective friend, Clam loves thrill-seeking and chowing down on cereal...especially the kinds with cool prizes in the boxes. He speaks in short "sentences" that almost never exceed three or four words at a time.



NPCS

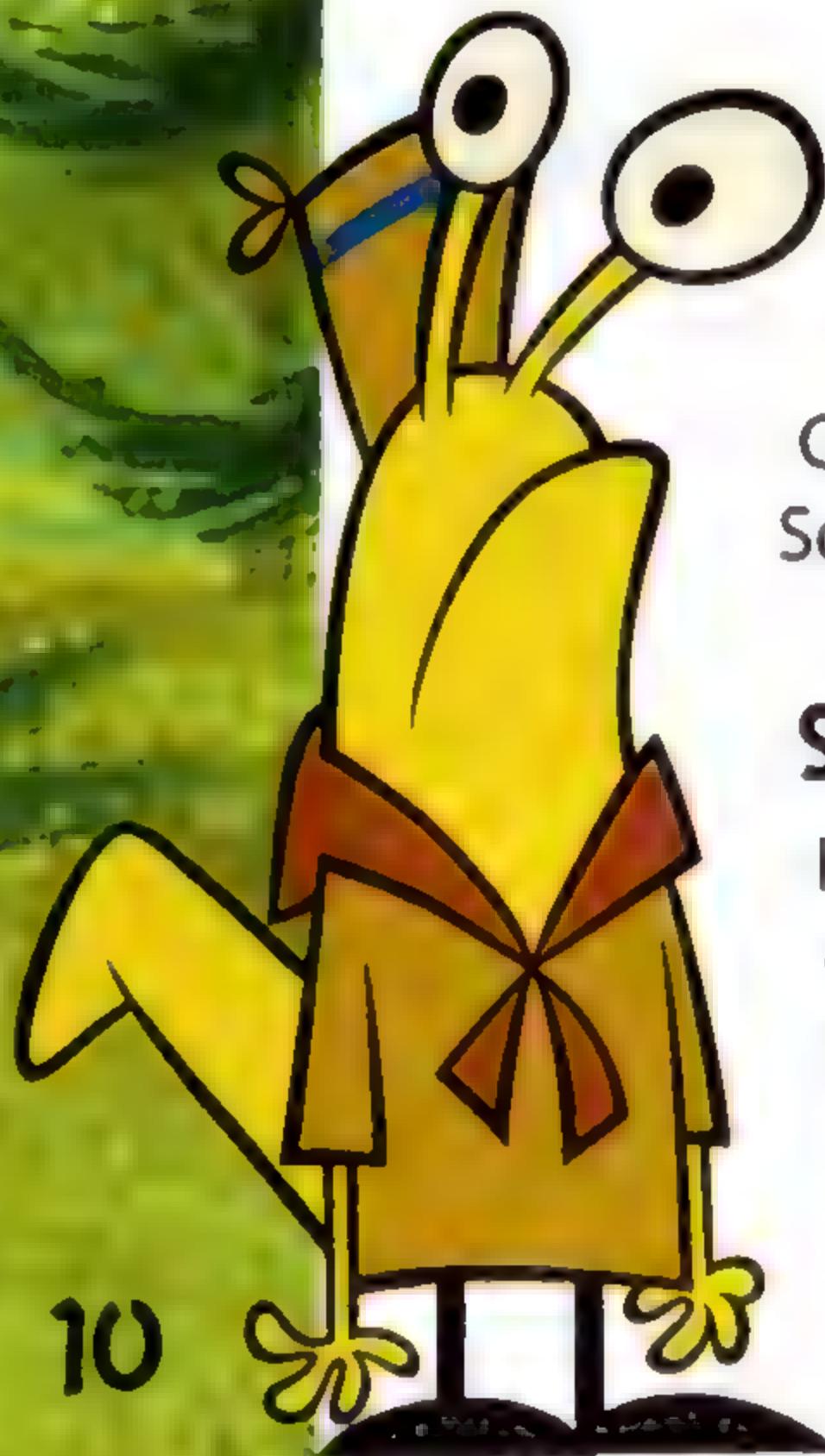
SCOUTMASTER ALGONQUIN C. LUMPUS

Lumpus (pronounced Lümpus) is a frustrated stick-in-the-mud moose who's totally selfish. Everything has to be exactly how he likes it to be or else he'll throw a huge tantrum. He really wanted to be Head Master Troop but is "stuck" in his job running Camp Kidney (where he lives year-round) and making sure that no one — especially his least-favorite Bean Scout, Lazlo, and the rest of Jelly Bean Cabin — has any fun. He also has a crush on Squirrel Scout leader Ms. Jane Doe.



SLINKMAN

Lumpus' assistant Slinkman is a quiet, nervous...the Bean Scout manual cover-to-cover. He is also loyal, kind...Slinkman loves kids (particularly those of Jelly Bean Cabin) and sometimes acts like one.



EDWARD

A stickler for the rules, Edward is a platypus with a big, fat grudge against anyone who doesn't follow them, especially Lazlo and the Jelly Bean cabin.

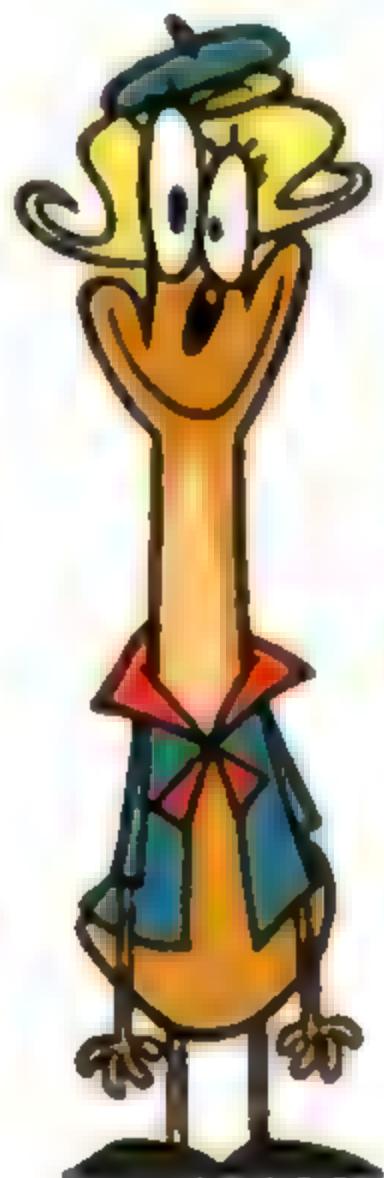


SQUIRREL SCOUTS

Across Leakey Lake at the Acorn Flats Campground, the female counterparts to the Bean Scouts (known as the Squirrel Scouts) can be found. The three most commonly seen Squirrel Scouts are Gretchen, the aggressive and perpetually hungry alligator, Nina Neckerly, the scholarly giraffe, and Patsy Smiles, the upbeat, chipper mongoose

who happens to have a huge crush on Lazlo.

Ms. Jane Doe, the leader of the Squirrel Scouts, is the apple of Scoutmaster Lumpus' eye, but her assistant Miss Mucus hates the Bean Scouts and especially Lumpus.



OTHER NPCs YOU WILL ENCOUNTER:

CHIP & SKIP

The two dung beetle brothers, Chip and Skip are usually the clueless ones who help Edward carry out his schemes. They're the easiest scouts at Camp Kidney to spot because they're constantly being followed by flies. Skip proudly wears his awards sash on his uniform to differentiate himself from Chip.



DAVE & PING PONG

Dave and Ping Pong are long-necked identical twins, except that Ping-Pong is taller. They are usually seen saying or mumbling about some boring topic.

SAMSON

An accident-prone neat freak guinea pig, Samson is usually seen with Edward. He is a disaster just waiting to happen.

THE LEMMINGS

These light green-colored Bean Scout quadruplets are named Larry, Leonard, Louie and Liniment.



NURSE LESLIE

As the camp's residential health expert, Nurse Leslie is usually seen with a cup of coffee in his hand and a rather bored expression on his face. He tends to all the campers' ailments and issues excuses when necessary. He never walks from place to place. Instead, he propels himself in a wheeled chair.

CHEF HEIMLICH

Chef Heimlich, Camp Kidney's cook, appears to be a hippie of sorts. He's a vegan and drives a hippie van (complete with the Flower-Power theme). He also likes to serve the campers health foods and meals. He's rather cheerful but also seems to be rather impatient at times, as demonstrated when his meals are laughed at by Lazlo or when Clam sprays goop everywhere.



COLLECTIBLE ITEMS

This section details the collectable items found throughout the game.



ITEMS

Cabin Flags
Pink Flamingoes
Marshmallows
Swiss Army Knife
Scout Manual
Sleeping Bags
Shovel
Canoe
Oars
Swimmer's Cap
Binoculars
Eyeglasses

ITEMS

Arrowheads
Veronica Doll
Rope
Yakki Yakki Underwear
Stethoscope
Swimming Goggles
Cup of Coffee
Meat Flavored Lip Balm
Volley Ball
Ticket to Slugfest
Bouquet of Flowers
Megaphone

MINI GAME POSTING BOARD

Once you beat a mini game it will be available in-game via a posting board. You can walk up to this board and select a game to play. Pressing the A Button will lock you onto the board, and the +Control Pad will navigate you through the games that are playable. The B Button will unlock you from the board so you can continue your adventure.

LAZLO

Hot Lava
Mulberry Berries
Stinky Llama Unicorn Race
Pinecone Sitting Competition

CLAM

Team Teeter Totter
Fishing Challenge
Food Fight
Mud Puddle Tug of War

RAJ

Forest Clean-up
Swim Trunk
Mud Puddle High Dive
Tube Gauntlet

LEAKY LAKE GAME EVENTS:

Big Buddy Day Swim Finale
Itchy Island Treasure hunt
Kidney 500



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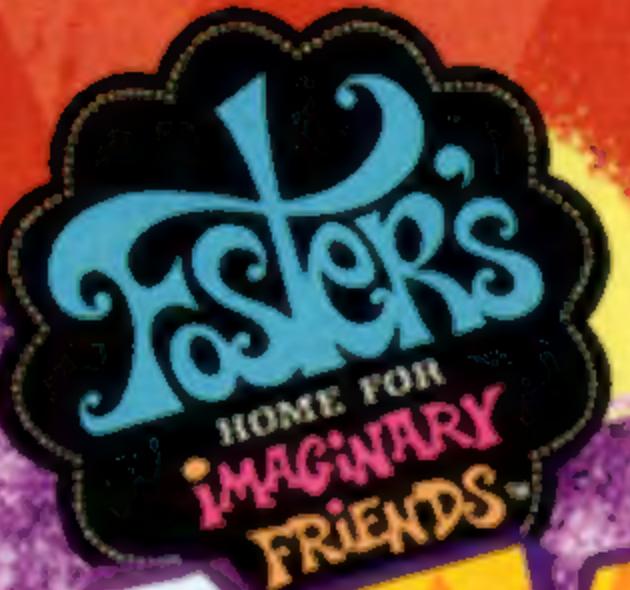


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